Keyboard Golf™

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The Software Guild

SYSTEM REQUIREMENTS

Apple® II or Franklin Ace™ 1000 • 48K • Applesoft
DOS 3.3 • One Disk Drive • Paddle or Joystick
Printer (optional)

PACKAGE CONTENTS

Keyboard Golf Diskette
Ready Reference Card
Instruction Manual
Warranty Card

OVERVIEW

Keyboard Golf is an exciting and habit-forming game. We will not be responsible for loss of job, money, home or relationship due to becoming obsessed with Keyboard Golf. But if you do find yourself engrossed in the game, we certainly understand why. The game includes five 18-hole courses from Beginner to Championship,complete with sand traps, roughs, water, trees, high winds and boundaries to challenge you. Armed with a bag full of clubs you'll work your way down the multi-screen fairways to try your luck at putting. Remember, there are no green fees and no waiting! Yelling "fore" is entirely optional.

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INPUTS AND OUTPUTS

Inputs are entries which you type into the computer. In this manual inputs are presented in one of two ways: brackets and italics as shown below.

individual console keys	⟨SPACE BAR⟩, ⟨3⟩, ⟨P⟩
everything else	*RUN, 09/12/82, ZAP*

While running the program, the computer will be presenting a variety of information, prompts and messages to you on the screen. In this manual such outputs will be presented in boldface italics:

(sample output)

Enter your name

Note: The ⟨CTRL⟩ key operates like the shift key on a regular typewriter. If you are told to enter ⟨CTRL-P⟩, just press ⟨P⟩ while holding the ⟨CTRL⟩ key down.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not press ⟨CTRL-C⟩ while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.

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The Ball and Fairway Obstacles

Press the ⟨F⟩ key now. The sand trap, rough and water have no effect on the ball as long as it is in the air. However, once the ball is on the ground and within one of these obstacles, you'll have trouble. The sand trap causes the ball to drastically lose momentum. Chances are that it will stop in the trap. Your next swing will be difficult. The rough has the same effect as the sand trap, but it will be a little less difficult to hit the ball properly on the next swing. When your ball lands in the water you'll hear a splash and will be awarded a penalty stroke. A new, dry ball will be placed at the water's edge, at the point where the ball first entered it.

Groves of trees hold several hazards for you. If the ball is rolling when it enters the grove it will either hit a tree trunk and bounce back on the fairway (how lucky can you get?) or it will continue into the grove. In this case you'll be awarded a penalty stroke and a new ball will be placed outside the grove.

Since the groves are three dimensional they may also hold problems for the ball while it is in flight. The kind of club you used, how hard a swing you took and how the club face contacted the ball will determine the trajectory of the ball. If during the ball's flight over the grove it is lower than the tops of the trees, it has a chance of landing in the woods. If it does, you will be awarded a penalty stroke and a new ball will be placed outside the grove boundary at the point where the ball first entered it.

Multi-Fairway Holes

Press the ⟨1⟩ key now. The monitor shows an example of fairway-1 of a 2-fairway PAR-4 hole. For all holes that have two or three fairways, one portion of the boundary of each fairway will be missing. This is the "opening" to the next fairway. In this display, the opening is on the left. Press the ⟨2⟩ key now to display fairway-2. It shows an equal sized opening that matches the one on fairway-1.

If the ball enters the opening between the two fairways during a shot, the next fairway is automatically displayed and the ball continues to travel. You may press the fairway-1 and fairway-2 keys as many times as you wish to see the relationship between them. The tee location for this hole would be somewhere near the right boundary on fairway-1.

The Wind Indicator

Press the ⟨W⟩ key now. The only weather condition to contend with is the wind. Since you won't be able to tell how the wind is blowing by sticking a wet finger in the air, this indicator will be very helpful. It shows how hard the wind is blowing and in which direction. In this example it is blowing at 10 MPH toward the west. (For discussion purposes, west is toward the left of the screen and south toward the bottom.)

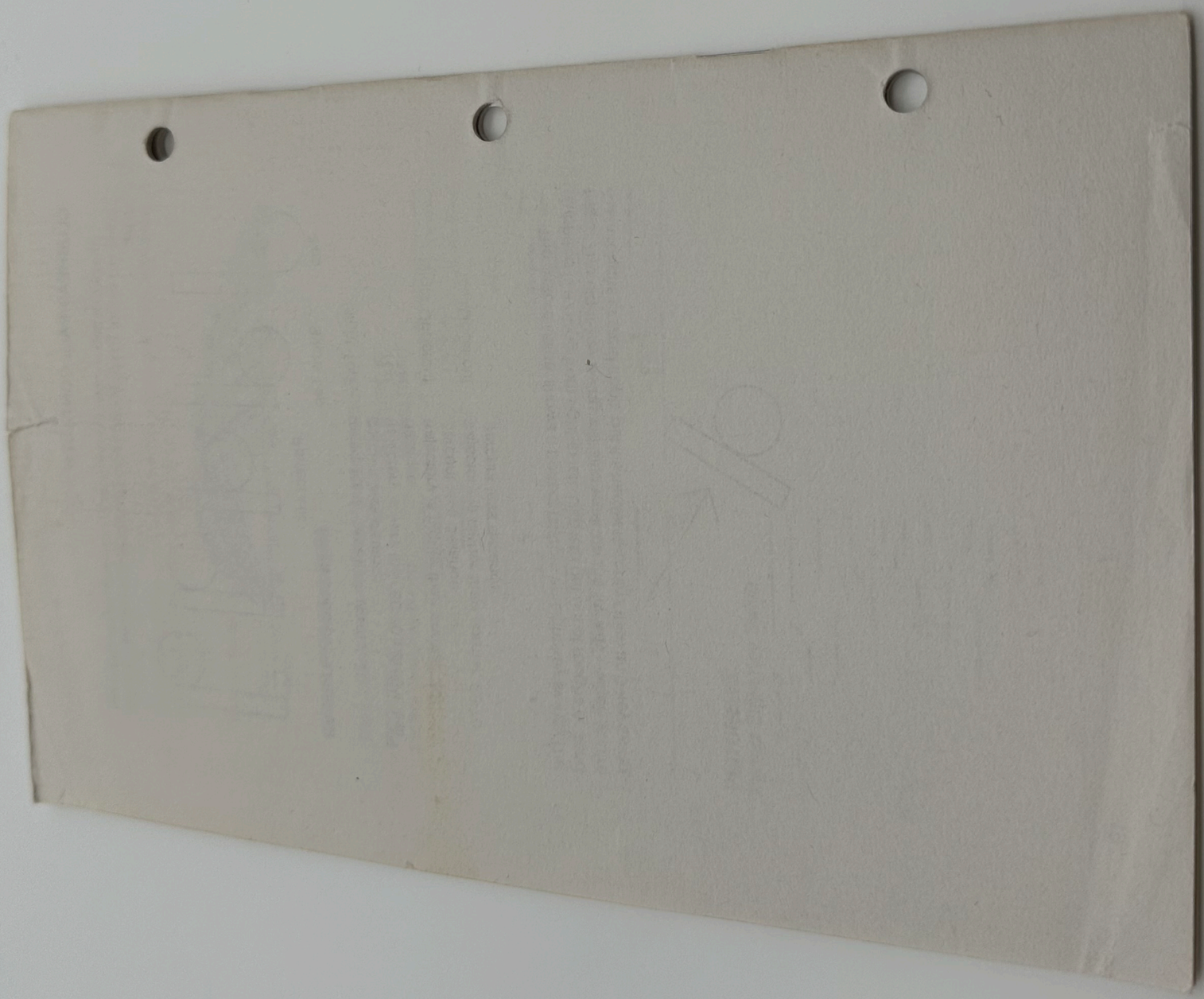
If the ball were traveling north in the air with the wind blowing in the direction shown, the ball would tend to drift toward the left. A stronger wind would increase the drift. If the ball were traveling toward the east, the headwind would cause the ball to lose momentum (approximately 5 to ten percent of the distance).

The maximum wind velocity is 20 MPH. The wind direction and velocity are randomly determined before each shot. If there is no wind a zero is shown with no arrow.

Ball Direction Indicator

Once the ball has been hit by a club, it will move initially in the direction shown on the Direction Indicator. You may change the direction of the Indicator by using the joystick, Paddle 0 or Paddle 1. Press key ⟨0⟩ or ⟨1⟩ now to select a paddle number. (If you are using a joystick press ⟨0⟩ or ⟨1⟩ also. The program is written so that the joystick will respond in only two directions.) The Direction Indicator should be displayed now. The direction of the line within the Indicator is the direction the ball will take.

Rotate the paddle or joystick in the direction you have selected to see how the indicator works. Due to the limited space available for the Indicator, some of the directions cannot be shown clearly. The numerical equivalent of the direction is given so that you can accurately judge your direction. Direction 9 is due north; 27 is due east; 45 is due south; and 63 is due west. Press the <ESC> key when you are ready to continue.

Taking a Shot

Let's assume you are about to play the PAR-4, 411-yard hole you've been observing on the screen. The monitor shows how the screen looks between shots. The fairway or green shown is the one on which your ball is located. The ball is the flashing dot on the screen near the right boundary line. If you displayed the fairway-2 picture or the green, the ball would not be shown. Since you are at the start of the hole, the ball is placed on the tee (shown during the swing display, explained below). There are four possible tee locations for each hole. The computer randomly selects the one to be used.